

D&D MINIATURES

SET 7: ANGELFIRE UNOFFICIAL SPOILERS

List compiled by **ROBYSDC** - <http://myminiaturesite.altervista.org>

Caravan Guard

#1/60; LG; Angelfire; Common; 5 pts
Lvl 3; Spd 4; AC 17; HP 20
Melee: +5 (5)
Type: Humanoid (Human)
Special Abilities:
- Bluster (Until 1 of your creatures is eliminated, this creature gets melee attack +2 and melee damage +5).

Cleric of Dol Arrah

#2/60; LG; Angelfire; Uncommon; 45 pts
Commander 7
Lvl 8; Spd 6; AC 20; HP 55
Melee: +11/+6 (10 magic)
Type: Humanoid (Human)
Commander Effect: Followers whose names contain Fighter or Soldier gain Fearless.
Special Abilities: Aura of Protection from Evil (this creature and adjacent allies get +2 AC against evil creatures)
Spells: 2nd- deific vengeance [] [] [] (range 6; 10 damage or 20 damage to undead; DC 14); 3rd- augmented cure serious wounds [] [] (touch, heal 30 hit points); 4th- dismissal [] (range 6, destroy target outsider or target summoned creature with 50 or fewer hit points, DC 20).

Dwarf Raider

#3/60; LG; Angelfire; Uncommon; 21 pts
Lvl 8; Spd 4; AC 18; HP 20
Melee: +6 (5)
Ranged: +10 (10 magic)
Type: Humanoid (Dwarf)
Special Abilities:
- Precise Shot (Whenever this creature shoots into melee, the defender doesn't get the AC bonus)
- Slow Ranged Attack (Can't make a ranged attack and move in the same turn).

Dwarf Wizard

#4/60; LG; Angelfire; Uncommon; 21 pts
Lvl 8; Spd 4; AC 19; HP 30
Melee: +4 (5 magic)
Type: Humanoid (Dwarf)
Special Abilities:
- Magically Shielded (-4 AC when flanked)
- Spell Immunity (magic missile)
Spells: 1st - lesser cold orb (unlimited uses) (range 6; 5 cold damage, ignore Spell Resistance); magic weapon [] (touch; attack +1, ignore DR); 2nd - Bigby's slapping hand [] [] [] (sight; target creature provokes attacks of opportunity from all creatures that threaten its square; DC 20).

Justice Archon

#5/60; LG; Angelfire; Uncommon; 32 pts
Lvl 6; Spd F6; AC 19; HP 65
Melee: +10/+5 (10 magic or Justice Strike)
Type: Outsider
Special Abilities:
- Flight
- Bold (Has Fearless when under command)
- DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
- Immune Electricity
- Justice Strike (Deals damage equal to the printed damage of the target's first melee attack).

Mounted Paladin

#6/60; LG; Angelfire; Rare; 96 pts
Lvl 14; Spd 8; AC 25; HP 80
Melee: +18/+13 (20 magic)
Type: Large Mounted Humanoid
Special Abilities:
- Fearless
- Lay on Hands [] (replace attacks: touch; heal 20 hp)
- Mounted Melee Attack (the creature can move at double speed and make a single melee attack at any point during its move)
- Powerful Charge +20 (melee damage +20 when charging)
- Smite Evil +10 [] [] []
- Turn Undead 5 [] []
Spells: 1st-bless [] (your warband gains +1 attack).

Spiker Champion

#7/60; LG; Angelfire; Uncommon; 34 pts
Lvl 6; Spd 4; AC 22; HP 55
Melee: +11/+6 (10 magic)
Type: Outsider
Special Abilities:
- Resist Acid 5
- Spiker Barbs (Whenever an enemy misses this creature with a melee attack, that enemy takes 5 magic damage).

Stone Giant

#8/60; LG; Angelfire; Rare; 81 pts
Lvl 10; Spd 6; AC 22; HP 120
Melee Attack: +15/+10 (20)
Ranged attack: +11 [] [] (20+ Rubble)
Type: Large Giant
Special Abilities:
- Melee Reach 2
- Precise Shot (Whenever this creature shoots into melee, the defender doesn't get the AC bonus)
- Rubble (Choose 1 square in target's space; that square becomes difficult terrain for rest of skirmish).

Sword Archon

#9/60; LG; Angelfire; Rare; 82 pts
Commander 4
Lvl 12; Spd F8; AC 22; HP 70
Melee: +19 (25 magic + 5 fire)
Type: Large Outsider
Commander Effect: Followers with Fearless gain melee damage +5
Special Abilities:
- Flight
- Discorporating Dive (If this creature charges and damages an evil Outsider, destroy that creature; DC 17)
- DR 5 (Take 5 less damage from nonmagical melee and ranged attacks)
- Fearless
- Immune Electricity
- Melee Reach 2
- Spell Resistance (May ignore spells unless the caster rolls 11+).

Trumpet Archon

#10/60; LG; Angelfire; Rare; 128 pts
Lvl 12; Spd F8; AC 22; HP 125
Melee: +21/+16 (20 magic)
Type: Outsider
Special Abilities:
- Flight
- DR 5 (Take 5 less damage from nonmagical melee and ranged attacks)
- Herald (Your warband's Commander Effects affect followers within line of sight instead of 6 squares)
- Immune Electricity
- Spell Resistance (May ignore spells unless the caster rolls 11+)
- Trumpet's Peal [] (Replace attacks: Each wounded evil creature makes a morale save).

Ulmo Lightbringer

#11/60; LG; Angelfire; Rare; 77 pts
Lvl 13; Spd 8; AC 25; HP 70
Melee: +18/+18/+13 (5 magic)
Ranged: +19/+14 (5 magic)
Type: Small Humanoid (Halfling)
Special Abilities:
- Unique (Only 1 creature whose name contains Ulmo in your warband)
- Deflect Arrows (+4 AC against ranged attacks)
- Evade Damage (If this creature successfully saves against a damaging spell or special ability, it takes no damage)
- Melee Sneak Attack +15
- Mobility (+4 AC against attacks of opportunity)
- Stunning Attack [][] (DC 20).

Village Priest

#12/60; LG; Angelfire; Uncommon; 21 pts
Commander 3
Lvl 3; Spd 4; AC 15; HP 25
Melee: +3 (5)
Type: Humanoid (Human)
Commander Effect: Followers whose names contain Guard or Militia get attack +4 and Save +4
Special Abilities: Turn Undead 3 []
Spells: 1st-bless [] (your warband; attack +1), magic weapon [] (touch; attack +1, ignore DR); 2nd-cure moderate wounds [][] (touch; heal 10 hp).

Werebear

#13/60; LG; Angelfire; Uncommon; 30 pts
Lvl 7; Spd 6; AC 17; HP 60
Melee: +13/+9 (15/10)
Type: Large Humanoid (Shapechanger)
Special Abilities:
- DR5
- Melee Reach 2.

Archmage

#14/60; CG; Angelfire; Rare; 98 pts
Lvl 10; Spd F8; AC 20; HP 75
Melee: +8/+3 (10 magic)
Type: Humanoid (Human)
Special Abilities:
- Independent
- Flight
- Blindsight
- Conceal 6
- Quick Cast [] (Can cast 1 spell as a swift action)
- Spell Penetration (Roll twice to overcome Spell Resistance)
- Spell Resistance
Spells: 3rd-empowered magic missile (unlimited uses) (sight; 15 damage); 4th-dimension door [][] (self; place this creature in any space it can see at least part of), empowered Melf's acid arrow [][] (sight; 20 acid damage, ignore Spell Resistance); 7th-banishment [] (range 6; destroy target Outsider or target summoned creature with 75 or fewer hp; DC 20), Mordenkainen's sword [][] (range 6; 15 magic damage whenever target creature activates; can be cast multiple times on same creature).

Celestial Pegasus

#15/60; CG; Angelfire; Rare; 32 pts
Lvl 8; Spd F10; AC 15; HP 75
Melee: +11/+11 (10 magic)
Type: Large Magical Beast
Special Abilities:
- Flight
- DR 5
- Resist 10 Acid, Cold, Electricity
- Smite Evil +10 [] (Melee damage +10 against evil creatures)
- Spell Resistance.

Divine Crusader of Corellon

#16/60; CG; Angelfire; Rare; 79 pts
Lvl 10; Spd F6; AC 22; HP 85
Melee: +20/+15 (15 magic)
Type: Humanoid (Elf)
Special Abilities:
- Flight
- Tactics (When activating this creature, choose whether it counts against your limit of activating 2 creatures per phase)
Spells: 1st-magic weapon [][] (touch; +1 attack, ignore DR); 2nd-spiritual weapon [][] (sight; melee attack at +5 against target creature whenever it activates, 5 magic damage).

Djinni

#17/60; CG; Angelfire; Rare; 45 pts

Lvl 7; Spd F8; AC 17; HP 45

Melee: +11 (15)

Type: Large Outsider

Special Abilities:

- Flight
- Conceal 11
- Fire Foe (Damage +5 against figures with Immune Fire)
- Immune Acid
- Melee Reach 2
- Whirlwind Attack (On its turn, if this creature moves no more than 1 square, it can make a separate melee attack against each enemy within its Melee Reach).

Elf Swashbuckler

#18/60; CG; Angelfire; Uncommon; 21 pts

Lvl 7; Spd 7; AC 18; HP 45

Melee: +13/+8 (5 magic)

Type: Humanoid (Elf)

Special Abilities:

- Independent
- Acrobatic Charge (Can charge through allies and terrain that slows movement)
- Mobility (+4 AC against attacks of opportunity)
- Seize the Initiative (on its turn, this creature gets melee damage +5 whenever it is the first to activate in a round).

Ghaele Eladrin

#19/60; CG; Angelfire; Rare; 124 pts

Commander 4

Lvl 10; Spd F12; AC 22; HP 65

Melee: +21/+16 (20 magic)

Ranged: +11/+11 (15 magic)

Type: Outsider

Commander Effect: Whenever a follower's attack roll is a natural 19 or 20, that follower can activate 1 extra time this round.

Special Abilities:

- Flight
- Blindsight
- DR 5
- Gaze Attack (Replaces attacks; range 6; morale save)
- Immune Electricity
- Improved Initiative 8 (Commander rating counts as 8 for initiative checks)
- Resist 10 Cold, Fire
- Spell Resistance (May ignore spells unless the caster rolls 11+)
- Spells: 3rd - legion's magic weapon [] (your warband; attack +1, ignore DR); 6th - empowered cure critical wounds [] (touch; heal 50 hp).

Large Air Elemental

#20/60; CG; Angelfire; Uncommon; 29 pts

Lvl 8; Spd F10; AC 18; HP 60

Melee: +12 (10)

Type: Large Elemental

Special Abilities:

- Requires Commander
- Flight
- DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
- Incited (Each round, this creature must activate before any nonincited creatures in its warband)
- Melee Reach 2
- Whirlwind Attack (On its turn, if this creature moves no more than 1 square, it can make a separate melee attack against each enemy within its Melee Reach).

Large Copper Dragon

#21/60; CG; Angelfire; Rare; 65 pts

Lvl 10; Spd F9; AC 20; HP 95

Melee: +15/+10/+10 (5)

Type: Large Dragon

Special Abilities:

- Flight
- Breath Weapon [] (Replaces attacks; line; 15 Acid dmg; DC 17)
- Cunning Attack (Melee dmg +5 against enemies that have not activated this round)
- Immune Acid
- Initiative Booster +3 (+3 to your initiative checks).

Longstrider Ranger

#22/60; CG; Angelfire; Uncommon; 34 pts

Lvl 8; Spd 12; AC 16; HP 80

Melee: +13/+13 (10 magic)

Type: Humanoid (Shapechanger, Shifter)

Special Abilities:

- Death Strike (When this creature's hp are reduced to 0 or lower, it can make 1 immediate melee attack)
- Evil Outsider Foe (Damage +5 against evil Outsiders).

Phoelarch

#23/60; CG; Angelfire; Rare; 60 pts

Lvl 7; Spd 6; AC 18; HP 50

Melee: +10/+5 (10 + 5 fire)

Type: Monstrous Humanoid

Special Abilities:

- Death Burst (35 fire damage; DC 15)
- Double Damage from Cold
- Immune Fire, Poison
- Spell Resistance
- Spells: 4th - empowered scorching ray (unlimited uses)(range 6; 20 fire damage).

Talenta Halfling

#24/60; CG; Angelfire; Uncommon; 17 pts

Lvl 4; Spd 7; AC 16; HP 40

Melee: +10 (10 magic)

Ranged: +8, range 6 (5)

Type: Small Humanoid (Halfling)

Special Abilities:

- Hide
- Melee Sneak Attack +5
- Ranged Sneak Attack +5.

Thorn

#25/60; CG; Angelfire; Uncommon; 24 pts
 Lvl 6; Spd 4; AC 19; HP 35
 Melee: +8 (5)
 Ranged: +6 (5 + Sleep Poison)
 Type: Small Fey
 Special Abilities:
 - DR 5 "(Takes 5 less damage from nonmagical melee and ranged attacks)
 - Hide
 - Melee Sneak Attack +10
 - Sleep Poison (Sleep; DC 16).

Thri-Kreen Barbarian

#26/60; CG; Angelfire; Rare; 55 pts
 Lvl 8; Spd 10; AC 16; HP 95
 Melee: +10/+10/+10 (15)
 Type: Monstrous Humanoid (Thri-Kreen)
 Special Abilities:
 - Deflect Arrows (+4 AC against ranged attacks)
 - Disruptive (Until this creature makes a melee attack, you cannot add Commander ratings to your initiative rolls)
 - Immune Sleep
 - Paralyzing Bite (Replaces attacks; touch; Paralysis; DC 17).

Wand Expert

#27/60; CG; Angelfire; Uncommon; 33 pts
 Lvl 6; Spd 6; AC 12; HP 25
 Melee: +2 (5)
 Type: Humanoid (Elf)
 Special Abilities:
 - Acid Wand (replaces attacks: sight, 10 acid damage)
 - Fire Wand (replaces attacks: range 6, 15 fire damage, spell resistance applies)
 - Dual Wand (this creature can use both wands if it does not move)
 Spells:
 1st-magic weapon [][] (touch; +1 attack, ignore DR);
 2nd-blur [][] (touch; target creature gains Conceal 6).

Weretiger

#28/60; CG; Angelfire; Uncommon; 27 pts
 Lvl 7; Spd 8; AC 16; HP 50
 Melee: +11/+6 (10)
 Type: Large Humanoid (Shapechanger)
 Special Abilities:
 - DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
 - Hunter +5 (Melee Damage +5 unless more than 1 enemy is adjacent).

Wild Elf Raider

#29/60; CG; Angelfire; Common; 6 pts
 Lvl 1; Spd 9; AC 12; HP 15
 Melee: +5 (10)
 Type: Humanoid (Elf)
 Special Abilities:
 - Bold (Has Fearless when under command).

Xeph Warrior

#30/60; CG; Angelfire; Common; 3 pts
 Lvl 1; Spd 8; AC 15; HP 5
 Melee: +1 (5)
 Type: Humanoid (Xeph)
 Special Abilities:
 - Powerful Charge +5 (Melee damage +5 when charging).

Dwarf Mercenary

#31/60; LG/LE; Angelfire; Common; 9 pts
 Lvl 6; Spd 4; AC 21; HP 20
 Melee: +4 (10)
 Type: Humanoid (Dwarf).

Blackscale Lizardfolk

#32/60; CG/CE; Angelfire; Uncommon; 16 pts
 Lvl 4; Spd 8; AC 16; HP 25
 Melee: +7/+5 (15/5)
 Type: Large Monstrous Humanoid (Lizardfolk, Reptilian)
 Special Abilities:
 - Disruptive (Until this creature makes a melee attack, you cannot add Commander ratings to your initiative rolls)
 - Immune Dragon Breath Weapons
 - Melee Reach 2.

Red Slaad

#33/60; CG/CE; Angelfire; Rare; 44 pts
 Lvl 7; Spd 6; AC 19; HP 50
 Melee: +11/+9 (15/5)
 Type: Large Outsider
 Special Abilities:
 - Not subject to commander effects
 - Chaotic dmg +5 (if you win init)
 - Chaotic regen 10 (if you lose init)
 - Immune sonic
 - Implant Egg [] (+20 melee damage against spellcasters)
 - Melee Reach 2.

Scorpion Clan Drow Fighter

#34/60; CG/CE; Angelfire; Uncommon; 33 pts
 Commander 2
 Lvl 5; Spd 6; AC 16; HP 45
 Melee: +9 (10)
 Ranged: +9, range 6 (10)
 Type: Humanoid (Drow, Elf)
 Commander Effect: Followers gain Precise Shot and get damage +5 when making attacks with range 6.
 Special Abilities:
 - Precise Shot (Whenever this creature shoots into melee, the defender doesn't get the AC bonus)
 - Spell Resistance (May ignore spells unless the caster rolls 11+).

Barbed Devil

#35/60; LE; Angelfire; Rare; 89 pts
Lvl 10; Spd 6; AC 23; HP 125
Melee: +18 (15)
Type: Outsider
Special Abilities:
- Barb Shield 5 (whenever an enemy hits this creature with a melee attack, that enemy takes 5 damage)
- DR 5
- Frightful Impale () (an enemy hit by this creature's melee attack makes a morale save)
- Immune Fire, Poison
- Resist 10 Acid, Cold
- Spell Resistance
Spells: 3rd- hold person (unlimited uses)(sight, Paralysis, humanoids only, DC 16).

Chain Devil

#36/60; LE; Angelfire; Rare; 45 pts
Lvl 8; Spd 6; AC 20; HP 50
Melee: +9/+9/+9/+9 (10)
Type: Outsider
Special Abilities
- DR 5
- Immune Cold
- Melee Reach 4.

Chraal

#37/60; LE; Angelfire; Uncommon; 35 pts
Lvl 9; Spd 8; AC 21; HP 85
Melee: +10/+10 (10 + 5 cold)
Type: Large Elemental
Special Abilities:
- Requires Commander
- Breath Weapon [] (replaces attacks: cone; 20 cold damage; DC19)
- Death Burst (20 cold damage; DC19)
- Double Damage from Fire
- DR5 (Takes 5 less damage from nonmagical melee and ranged attacks)
- Immune Cold
- Melee Reach 2.

Direguard

#38/60; LE; Angelfire; Common; 24 pts
Lvl 6; Spd 6; AC 16; HP 40
Melee: +8(10)
Type: Undead
Special Abilities:
- Blink Out [] (On its turn, this creature gains Incorporeal)
- Conceal 11
- Fearless
- Immune Cold
Spells: 1st-magic missile [] (sight; 5 damage).

Efreeti

#39/60; LE; Angelfire; Rare; 42 pts
Lvl 10; Spd F6; AC 19; HP 65
Melee: +16/+11 (15 + 5 Fire)
Type: Large Outsider
Special Abilities:
- Flight
- Double Damage from Cold
- Immune Fire
- Melee Reach 2
Spells:
1st - produce flame [] (sight or touch; 10 fire damage)
2nd - scorching ray [] (range 6; 15 fire damage).

Flamebrother Salamander

#40/60; LE; Angelfire; Uncommon; 11 pts
Lvl 4; Spd 4; AC 19; HP 25
Melee: +6 (5 + 5 fire)
Type: Small Outsider
Special Abilities:
- Double Damage From Cold
- Hide
- Immune Fire.

Ghostly Consort

#41/60; LE; Angelfire; Rare; 35 pts
Lvl 5; Spd F6; AC 20; HP 35
Melee: +4 (5)
Type: Undead
Special Abilities:
- Flight
- Incorporeal
- Fearless
- Gaze attack (Replaces attacks; range 6; 15 damage, living creatures only; DC 17)
- Hide
- Possession (Replaces attacks; touch; living target deals damage to itself with your choice of 1 of its own melee attacks; DC 20 negates).

Hobgoblin Impaler

#42/60; LE; Angelfire; Common; 9 pts
Lvl 2; Spd 4; AC 22; HP 15
Melee: +4 (5)
Type: Humanoid (Goblinoid, Hobgoblin)
Special Abilities:
- Melee Sneak Attack +5
- Mobility (+4 AC against attacks of opportunity).

Imp

#43/60; LE; Angelfire; Uncommon; 17 pts
Lvl 3; Spd F6; AC 20; HP 15
Melee: +7 (5 + Debilitating Poison)
Type: Tiny Outsider
Special Abilities:
- Flight
- Conceal 11
- Debilitating Poison (attack -2, -2 AC; DC 13)
- DR 5 (Take 5 less damage from nonmagical melee and ranged attacks)
- Respawn (At the end of a turn in which this creature is eliminated, place 1 Imp on your assembly tile; that Imp cannot activate this round)
- Tiny Reach (Can't make attacks of opportunity).

Kobold Soldier

#44/60; LE; Angelfire; Common; 6 pts
Lvl: 2; Speed: 4; AC: 20; HP: 15
Melee: +5 (5 magic)
Type: Small Humanoid (Kobold, Reptilian)
Special Abilities: Hard of Hearing (Only a commander within 6 squares can rally this creature).

Mina, Dark Cleric

#45/60; LE; Angelfire; Rare; 55 pts
Commander 6
Lvl 8; Spd 4; AC 21; HP 65
Melee: +11/+6 (10 magic + Death Kiss)
Type: Humanoid (Human)
Commander Effect: Followers gain melee attack +4 and damage +5 against enemies affected by bestow curse.
Warband Building: CE Dragons are legal in your warband.
Special Abilities:
- Unique
- Death Kiss (Whenever Mina's melee attack destroys a living enemy, replace it with an Undead creature under your control with cost 5 or less, and Mina heals 5 hp)
Spells: 3rd—bestow curse [][] (sight; attack -4, save -4; DC 15); 4th—castigate [] (radius 2, centered on caster; 10 damage to other creatures, or 20 damage to CG creatures, can cast while adjacent to enemy; DC 16).

Ogre Mage

#46/60; LE; Angelfire; Rare; 44 pts
Commander 3
Lvl 5; Spd F8; AC 18; HP 35
Melee Attack: +7 (20)
Type: Large Giant
Commander Effect: Followers get melee attack +2 against noncommanders.
Special Abilities:
- Flight
- Conceal 11
- Melee Reach 2
- Regeneration 5 (This creature heals 5 hp at the start of its turn)
- Spell Resistance
Spells: 1st—charm person [] (range 6; Confusion, Humanoids only, ends after target creature's next turn; DC 14); sleep [] (sight; radius 4; Sleep; DC 14); 5th—cone of cold [] (cone; 30 cold damage; DC 18).

Orog Warlord

#47/60; LE; Angelfire; Rare; 71 pts
Commander 4
Lvl 9; Spd 4; AC 21; HP 80
Melee: +16/+11 (15 magic)
Type: Humanoid (Orc)
Commander Effect: Each turn, each follower gets melee attack +3 until it moves.
Special Abilities:
- Cleave
- Chaos Foe (Damage +5 against chaotic creatures)
- Minions (Up to 2 creatures of any faction, with total cost 15 or less, whose name contains orc)
- Resist 5 Cold, Fire.

Steel Predator

#48/60; LE; Angelfire; Rare; 94 pts
Lvl 10; Spd 10; AC 23; HP 100
Melee: +18/+16 (15 magic/10 magic)
Type: Large Outsider
Special Abilities:
- Arrogant (Commander ratings don't add to this creature's morale saves)
- Blindsight
- DR 5 (takes 5 less damage from nonmagical melee and ranged attacks)
- Immune Electricity, Sonic
- Pounce (This creature can use all its melee attacks when charging)
- Resist 20 Cold, Fire
- Roar [] (Swift; cone; 40 sonic damage, DC 20).

Vargouille

#49/60; LE; Angelfire; Uncommon; 12 pts
Level: 1; Speed: F4; AC: 12; HP: 5
Melee: +3 (5)
Type: Small Outsider
Special Abilities:
- Flight
- Immune paralysis
- Vargouille's shriek (Replaces attacks: Paralysis, all creatures within 6 squares; DC 12).

Skeletal Archer

#50/60; LE/CE; Angelfire; Common; 5 pts
Lvl 1; Spd 6; AC 13; HP 5
Melee +1 (5)
Ranged +1 (5)
Type: Undead
Special Abilities:
- Fearless
- Immune Cold.

Abyssal Skulker

#51/60; CE; Angelfire; Common; 7 pts
Lvl 2; Spd 8; AC 15; HP 10
Melee: +5 (5)
Type: Small Outsider
Special Abilities:
- Hide
- Wandering Monster (Sets up on a random feature tile instead of your assembly tile).

Bugbear Champion of Erythnul

#52/60; LE/CE; Angelfire; Uncommon; 34 pts
Commander 2
Lvl 5; Spd 6; AC 20; HP 40
Melee: +8 (10 magic)
Type: Humanoid (Bugbear, Goblinoid)
Commander Effect: After 2 or more enemy creatures have been eliminated, followers get melee damage +5.
Sorcerer Spells:
1st - [][][] lesser frighten (range 6; target creature with 30 or fewer hp makes a morale save), magic weapon (touch; attack +1, ignore DR).

Feral Minotaur

#53/60; CE; Angelfire; Uncommon; 32 pts

Lvl 6; Spd 8; AC 14; HP 50

Melee: +11/+11 (15)

Type: Large Monstrous Humanoid

Special Abilities:

- Disruptive (Until this creature makes a melee attack, you cannot add Commander ratings to your initiative rolls)
- Melee Reach 2
- Pounce (This creature can use all its melee attacks when charging)
- Powerful charge +10 (Melee damage +10 when charging)
- Regeneration 5 (This creature heals 5 hp at the start of its turn).

Fiendish Dire Wolverine

#54/60; CE; Angelfire; Uncommon; 29 pts

Lvl 5; Spd 6; AC 16; HP 55

Melee: +10/+10 (10 magic)

Type: Large Magical Beast

Special Abilities:

- DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
- Fearless
- Furious Spirit (Until it makes a melee attack, this creature takes 5 damage at the end of its turn)
- Spell Resistance (May ignore spells unless the caster rolls 11+).

Hezrou

#55/60; CE; Angelfire; Rare; 80 pts

Commander 3

Lvl 10; Spd 6; AC 21; HP 140

Melee: +11/+6 (20/10)

Type: Large Outsider

Commander Effect: Frenzied Devotion (followers get melee attack +2 until a creature you activate this round does not make a melee attack)

Special Abilities:

- Demonmaster 10 (as Beastmaster, but evil Outsiders only)
- Immune Electricity, Poison
- Melee reach 2
- Resist 10 Acid, Cold, Fire
- Spell Resistance
- Stench.

Magmin

#56/60; CE; Angelfire; Uncommon; 11 pts

Lvl: 2; Spd: 6; AC 17; HP 10

Melee: +4 (5)

Type: Small Elemental

Special Abilities:

- Double Damage from Cold
- DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
- Fiery Aura 5 (Adjacent creatures take 5 fire damage when activating) - Immune Fire.

Ophidian

#57/60; CE; Angelfire; Common; 5 pts

Lvl 3; Spd 4; AC 16; HP 15

Melee: +4/-1 (5)

Type: Monstrous Humanoid (Reptilian).

Orc Wolf Shaman

#58/60; CE; Angelfire; Rare; 47 points

Commander 3

Lvl 7; Speed 8; AC 12; HP 75

Melee: +7 (15)

Type: Humanoid (Orc)

Commander Effect: Animal and Magical Beast followers gain Hunter +5 (Melee damage +5 unless more than 1 enemy is adjacent).

Special Abilities:

- Beastmaster 8
- Chastise Spirits [] (Replaces attacks: Elemental, Fey, and Incorporeal creatures within 6 squares take 25 damage; DC 19)
- Cleave
- Sorcerer Spells:
 - 2nd - [] hold animal (sight; Paralysis, Animals and Magical Beasts only; DC 14)
 - 3rd - [] call lightning (sight; 20 electricity damage, ignore Spell Resistance; DC 15, 20 electricity damage whenever target creature activates until its save succeeds).

Troll Slasher

#59/60; CE; Angelfire; Uncommon; 28 pts

Lvl 6; Spd 6; AC 16; HP 65

Melee +9/+9 (10)

Type: Large Giant

Special Abilities:

- Bloodthirsty (When attacking, this creature cannot choose a nonwounded creature as a target if a wounded creature is adjacent)
- Double Damage From Fire
- Melee Reach 2
- Regeneration 5 (This creature heals 5 hp at the start of its turn)
- Rend +15 (If this creature hits 1 enemy with both melee attacks on the same turn, damage +15 to the second attack).

Wrackspawn

#60/60; CE; Angelfire; Common; 19 pts

Lvl 4; Spd 4; AC 14; HP 45

Melee: +8 (10 + Pain)

Type: Outsider

Special Abilities:

- Blindsight
- Pain 10 (10 damage; DC 18)
- Resist Fire 10.

List compiled by Robysdc – <http://myminaturesite.altervista.org>

This list is based on the D&D Miniatures game created by Wizards of the Coast.

This is an unofficial list - visit the Wizards website for official lists and information about the game. <http://www.wizards.com/dnd>